

Viviana Yanez

Software Developer

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PROFILE

I am a creative audiovisual and visual communicator who transitioned to software development.

I bring experience being a highly collaborative team player, capable of adapting to new environments and tasks, with a keen eye toward details and empathy with the user perspective.

I am especially interested in projects with a relation with open source ecosystem and committed to providing accessible and inclusive experiences to users.

RECENT WORK EXPERIENCE

Feb to Jun 2023 - **Software Engineering Intern** at Wikimedia Foundation, remote

- Built selected UIs, part of the Modernization of web interfaces project, to increase Vue and Wikimedia Design System Codex adoption on Wikipedia's frontend.
- Implemented a reusable dialog component and collaborated to add this component pattern to Codex.
- Wrote unit test for the developed applications
- Wrote exhaustive documentation for the developed components on the Growth Experiments Frontend documentation site.
- Published How to create your own reusable dialog with Codex, as a tutorial for Wikimedia Foundation staff and as a promotion of WMF technologies to a broader audience.

Set 2020 to Feb 2022 - Video Editor at Teleduca, Barcelona

- Edited 300+ minutes of fictional and documentary audiovisual content.
- Led 60+ hours of video recording sessions on audiovisual workshops in different social and educational organizations.

Set 2018 to Jul 2022 - Digital skills and visual art workshops leader at Fundació Politècnica Catalunya, Centre de Cultura Contemporània de Barcelona, and other social and cultural organizations, Greater Barcelona Metropolitan Area

- Designed, prepared, and adapted content for classes, following syllabus specifications.
- Led groups of 5 to 30 people from 6 to 80 years old.

HIGHLIGHTED PROJECTS

- 3# Talent Squad's Frontend Challenge for Barcelona Digital Talent, Dec 2022
A checkout form, implemented with Typescript, React, Next.js, and Chakra UI.

- 2# Talent Squad's Frontend Challenge for Barcelona Digital Talent, Oct 2022

Developed this solution with React & Material UI that got the 3rd position in this challenge.

- Guess Who game, May 2022

An illustrated gender-inclusive version of the classic Guess Who game. Built with React and Material UI as the final project for the AllWomen Web Dev Bootcamp.

EDUCATION

- Full stack Web Development Program, AllWomen Academy, March 22/May 22
- Audiovisual Communication, Facultad de Bellas Artes UNLP, 2005 / 2011
- Visual Arts High School, Bachillerato de Bellas Artes UNLP, 1998 / 2004

SKILLS

HTML5, CSS, Javascript, Typescript, SASS, SCSS, LESS, BEM, Jest, Vite, React, React Testing Library, Vue.js, Vitest, Node.js, RESTful API, NoSQL, MongoDB, Git/ GitHub

Design tools: Figma, Adobe CC

LANGUAGES

English B2 Upper intermediate

Catalan B2 Upper intermediate

Spanish native